[0088] FIG. **8** is an illustration of a system for using textures in graphical user interface widgets according to one embodiment of the present invention. FIG. **8** comprises a system **800**, which is similar to system **500** above. As shown in FIG. **8**, messaging device **802** comprises a display **816** positioned underneath a touch-sensitive interface. In some embodiments (not shown in FIG. **8**), system **800** may further comprise a manipulandum, such as a mouse, scroll wheel, or roller ball, which allows the user to interact with the graphical user interface on display **816**.

[0089] As shown in FIG. **8**, display **816** comprises folders **804**, **806**, **808**, and **810**, each of which contains files on messaging device **802**'s hard drive. As shown in FIG. **8**, folders **806** and **808** both comprise a texture, while folder **804** and **810** do not comprise a texture. In some embodiments, the user may create additional folders and assign textures to those folders. In other embodiments, the user may remove folders. Thus, many combinations of folders, with or without textures, are possible. In some embodiments, folders **804**, **806**, **808**, and **810** may comprise icons with links to applications that may be run on messaging device **802**.

[0090] Messaging device **802** further comprises an actuator (not shown in FIG. **8**) configured to output a haptic effect configured to simulate a texture. In some embodiments, the user can feel this texture on the surface of display **816**. For example, in some embodiments, when the user touches the section of display **816** associated with folder **806** the actuator may output a haptic effect configured to simulate a texture. In such an embodiment, the actuator may not output a texture when the user touches the section of display **816** associated with folder **804**. Further, in such an embodiment, when the user touches the section of display **816** associated with folder **808** the actuator may output a different haptic effect configured to simulate a different texture. In some embodiments, the actuator may be configured to output a different texture when the user interacts with the other sections of display **816** that are not associated with one of folders **804**, **806**, **808**, or **810**. Such an embodiment may allow the user to quickly determine which folder he/she is touching without looking at display **816**.

[0091] In some embodiments, messaging device **802** may determine the texture based on the files associated with the folder. For example, in some embodiments, folder **808** may comprise audio files. In such an embodiment, messaging device **802** may determine the texture based on the type of audio files, for example a course texture if the files are hard rock, and a soft texture if the files are classical. In another example, messaging device may determine the texture based on the properties of the files in the folder. For example, folder **806** may comprise protected or read only files, while folder **808** may comprise modifiable audio files. In such an embodiment, messaging device **802** may determine a course texture when the user interacts with folder **806**, and a gentle or soft texture when the user interacts with folder **808**. In other embodiments, different factors associated with the folders may be used to determine the haptic effect, for example, folder size, contents of the folder, age of the folder, title of the folder, creator of the files or folder, or some other factor known in the art. In some embodiments, messaging device **802** may comprise more than one actuator, as described herein in relation to system **500**.

[0092] FIG. **9** is an illustration of a system for using textures in graphical user interface widgets according to one embodiment of the present invention. FIG. **9** comprises a system **900**, which is similar to system **500** above. As shown in FIG. **9**, messaging device **902** comprises a display **916** positioned underneath a touch-sensitive interface. In some embodiments (not shown in FIG. **9**), system **900** may further comprise a manipulandum, such as a mouse, scroll wheel, or roller ball, which allows the user to interact with the graphical user interface on display **916**.

[0093] As shown in FIG. **9**, display **916** comprises a two-dimensional rendering of a three-dimensional object **904**. One side of three dimension object **904** comprises a textured side **906**. In other embodiments, three-dimensional object **904** may comprise a different shape. In some embodiments, the user may draw an object with a different shape in a computer aided design program, for example a sphere or a triangle. Further, in other embodiments the user may assign textures to additional sides of three-dimension object **904**. In still other embodiments, display **916** may comprise multiple three-dimensional objects with multiple combinations of textured sides. For example, in some embodiments, display **916** may comprise multiple views of three-dimensional object **904**. In such an embodiment, each of the views may comprise a different texture.

[0094] Messaging device **902** further comprises an actuator (not shown in FIG. **9**) configured to output a haptic effect configured to simulate a texture. In some embodiments, the user can feel this texture on the surface of display **916**. For example, in some embodiments, when the user touches the section of display **916** associated with textured side **906** the actuator may output a haptic effect configured to simulate a texture. In such an embodiment, the actuator may not output a texture when the user touches other sections of three-dimensional object **904**. In other embodiments, the actuator may be configured to output a different texture when the user interacts with sections of display **916** that are not associated with three-dimensional object **904**. In still other embodiments, messaging device **902** may output a texture when the user rotates or moves three-dimensional object **904**. Such an embodiment may allow the user to quickly determine which view of three-dimensional object **904** is shown on display **916**, without looking at display **916**. In some embodiments, messaging device **902** may comprise more than one actuator, as described herein in relation to system **500**.

[0095] FIG. **10** is an illustration of a system for using textures in graphical user interface widgets according to one embodiment of the present invention. FIG. **10** comprises a system **1000**, which is similar to system **500** above. As shown in FIG. **10**, messaging device **1002** comprises a display **1016** positioned underneath a touch-sensitive interface. In some embodiments (not shown in FIG. **10**), system **1000** may further comprise a manipulandum, such as a mouse, scroll wheel, or roller ball, which allows the user to interact with the graphical user interface on display **1016**.

[0096] As shown in FIG. **10**, display **1016** comprises a graphical user interface for a simple computer aided design program. Display **1016** further comprises a two-dimensional rendering of a three-dimensional object **1004**. Display **1016** further comprises a line selection box **1006**. Line selection box **1006** comprises three line icons **1008**, **1010**, and **1012**, which are of increasing line thickness. In other embodiments, three-dimensional object **1004** may comprise a different shape. For example, the user may draw an object of a different shape, such as a sphere or a parallelogram. Further, in other embodiments, rather than a line selection box **1006**, the computer aided design program may comprise a different box